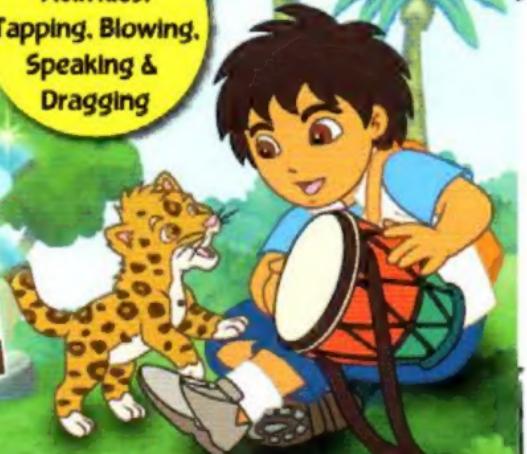


# NOW ON NINTENDO DS™ FOR THE FIRST TIME!

NINTENDO DS



Interactive Activities:  
Tapping, Blowing,  
Speaking &  
Dragging



NINTENDO DS™

EmuMovies



NINTENDO DS™



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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ME-E

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VIDEO GAME SYSTEM.



Nintendo

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## TABLE OF CONTENTS

Dora Saves the Mermaids	4
Getting Started	5
Game Controls	6
Story Mode	11
Play Any Game	12
Backpack	12
Map	13
Mini-Missions	14
The Beach	14
Seashell Bridge	16
Pirate Island	18
Silly Sea	20
Mermaid Kingdom	22
Game Credits	28
Warranty	32
License / Legal	33





## Dora Saves the Mermaids

It's Clean Up the Beach Day! Dora and Boots need your help to keep the beach clean, but they also need your help to save Mermaid Kingdom from a mean, garbage-dumping Octopus!

A singing clam tells Dora and Boots that a young mermaid named Mariana used to have a *Magic Crown* to wish the kingdom sparkling clean, but a big wave washed it away! Now the Octopus is back and dumping garbage all over Mermaid Kingdom! Poor mermaids!

It's up to Dora and Boots to find the *Magic Crown* and save the kingdom! But they'll need your help to cross Seashell Bridge, Pirate Island, and Silly Sea. Then, dive down to Mermaid Kingdom to swim to the rescue with Mermaid Dora! She can't do it without you! *Vámonos!* Let's go save the mermaids!



## Getting Started

Make sure that your Nintendo DS is turned off before you begin. Insert the *Dora Saves the Mermaids* game card into the DS game card slot and turn the power on.

1. Read the information on the start-up screen, and then tap the Touch Screen to continue to the DS Menu Screen.
2. On the DS Menu Screen, tap the *Dora Saves the Mermaids* panel to begin the game. If your Nintendo DS has been set to Auto Mode, the DS Menu Screen will not appear and you may skip this step. See your Nintendo DS Instruction Booklet for more details.
3. On the Title Screen, "Touch Here to Start" or press to continue to the Profile Select Screen.
4. Four profiles appear on the Profile Select Screen. Touch the profile you want to use to move to the Main Menu.



## Game Controls

- While playing with the Nintendo DS, please refer to the Nintendo DS instruction book. Illustrations below are for the Nintendo DS Lite.
- You can close the Nintendo DS to activate sleep-mode, which can save your battery power. Open the system again to continue your ocean adventure.



### Control Pad

- Moves the explorers on your adventure.

### Bottom Screen (Touch Screen)

- Use the Nintendo DS stylus or your finger to select menu options, perform mini-mission actions, and activate any on-screen icons.

### L Button

- Hold this button to walk in mini-missions.

### R Button

- Hold this button to walk in mini-missions.

### Microphone

- Speak or blow into the microphone to help Dora in certain mini-missions.

### X Button

- Not used.

### Y Button

- Not used.

### A Button

- Confirms menu choices.
- Performs some actions in mini-missions.

- The A Button can be pressed instead of speaking or blowing into the microphone if desired.

### B Button

- Cancels menu choices.
- Makes your explorer jump.

### START

- Opens the Backpack Menu.

### SELECT

- Not used.



## Profile Selection

Before playing *Dora Saves the Mermaids*, you will need to create a profile. This profile will save the settings and progress in your adventure.

### Create a New Profile

Four profiles appear on the Profile Select Screen.

1. Create a new profile by using the stylus to tap one of the shapes marked "New" on the Touch Screen.
2. After finishing your selections, you will continue to the Main Menu where you can begin your adventure.

### Copy a Profile

You can copy an existing profile to a new profile by selecting the "Copy" option on the Profile Select Screen.

1. Select "Copy" on the Profile Select Screen.



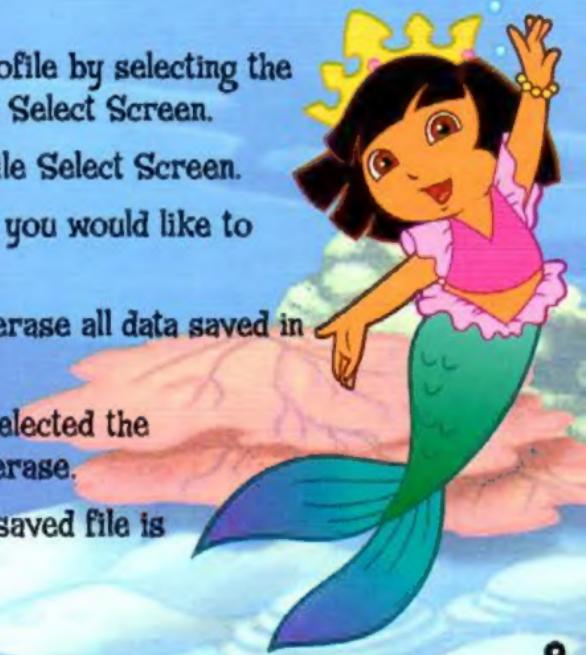
2. Select the existing profile you would like to copy.
3. Select the "New" profile to which you would like to copy the data. If no "New" profile is available, you will need to erase an existing profile before you can make a copy.

### Erase a Profile

You can erase an existing profile by selecting the "Erase" option on the Profile Select Screen.

1. Select "Erase" on the Profile Select Screen.
2. Select the existing profile you would like to erase.
3. Confirm that you want to erase all data saved in the selected profile.
4. Reconfirm that you have selected the correct profile you want to erase.

**Cuidado!** Be careful! Once a saved file is erased, it can't be restored!





## Saving Your Game

Your game will be saved automatically after completing a stage or a mini-mission. Please do not power off the Nintendo DS system or remove the game card while the game is being saved.

You can erase your saved game by choosing Erase on the Profile Select Screen.

Remember that once a saved game is erased, it cannot be restored.

**Note:** After you complete the whole adventure, your saved profile will return to the beginning of the game, so you can play again. The number of games will return to zero, and a small picture of Dora's face will appear on your profile to show that you successfully completed the adventure.



## Main Menu

Touch one of the options on the main menu to select it.

- Story Mode
- Play Any Game

## Story Mode



Octopus, his garbage, and other seafaring surprises too!

When you choose the Story Mode option, you will continue the adventure from the point where it was last saved.



Dora and Boots need your help returning the Magic Crown to Mariana the Mermaid so she can save Mermaid Kingdom! To get there, you'll need to cross Seashell Bridge, Pirate Island, and the Silly Sea while keeping an eye out for the mean

## Play Any Game

The Play Any Game menu lets you play any of the mini-missions from Dora's mermaid adventure - except for shouting games that are incorporated into the story levels. Once you've selected a mini-mission, you will immediately go to that game. After completing it, you will have the option to play the game again, play the game that follows it, or return to the selection screen to choose another game.



## Backpack

Backpack, Backpack! When you need a break from all the adventuring, and you wish to quit your current game, press START to open Backpack and select Quit to return to the Main Menu.

## Map

When you've got a place to go, who's the guy you need to know? Map! When Dora asks you to say "Map," say his name into the microphone, or press the A Button, and he will appear to show you where to go next on your adventure.

When Dora asks you where you need to go next on Map, use your stylus or finger to tap the correct location on the Touch Screen.



## Mini-Missions

### The Beach

It's Clean Up the Beach Day! Dora and Boots need your help to pick up all the garbage and to search the sands for Mariana's Magic Crown!



### Clean Up Time



Help Dora clean up the garbage - especially the garbage stuck on top of her crab friends! Use the stylus to take the garbage off the crabs. Tap the garbage on the Touch Screen with the stylus and then drag it into Dora's trash bag.

### Open the Singing Clam

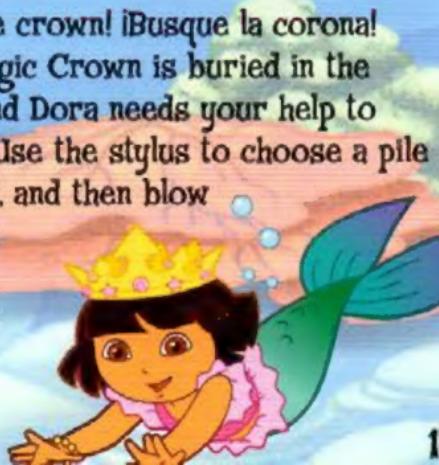
To get the singing clam to open up and share his story about Mermaid Kingdom, help Dora and Boots by saying the Spanish word, "¡Abre!" into the microphone, or press the A Button.



### Find the Magic Crown



Find the crown! ¡Busque la corona! The Magic Crown is buried in the sand, and Dora needs your help to find it! Use the stylus to choose a pile of sand, and then blow into the microphone, or press the A Button, to see what treasure lies beneath!





## Seashell Bridge

¡Fantástico! You made it to Seashell Bridge! Now help Dora and Boots cross the bridge while keeping an eye out for that mean Octopus!



## Journey to Seashell Bridge



Help Dora and Boots race across the beach to get to Seashell Bridge! Use the Control Pad to move around small obstacles, or use the stylus to tap the Up and Down arrows on-screen. To jump over long obstacles blocking the whole path, like logs, tap Dora on the Touch Screen, or press the A or B Button.



## Clean Seashell Bridge

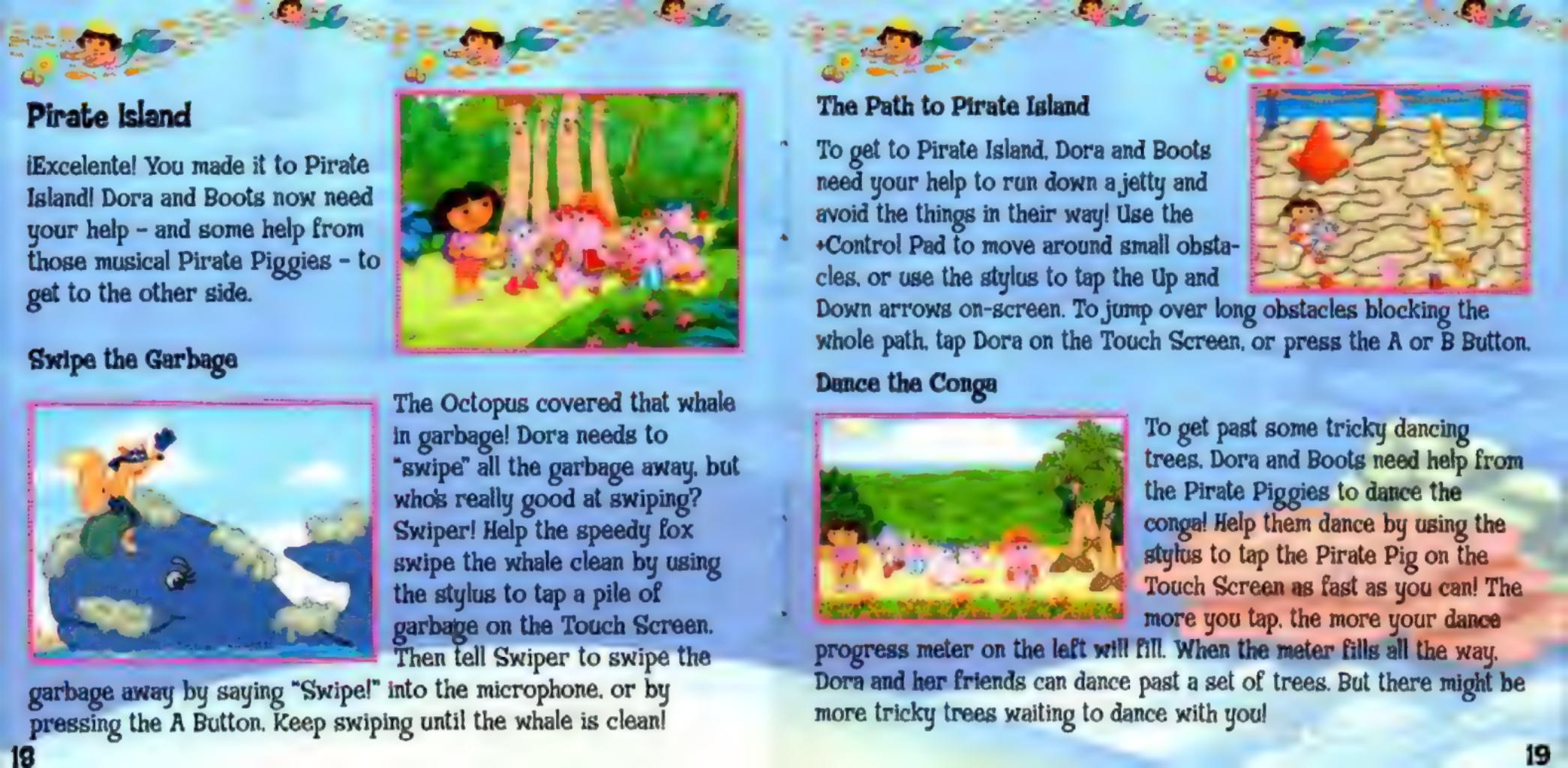
Uh oh! The mean Octopus is covering Seashell Bridge with garbage so Dora and Boots can't cross! Luckily, Boots has a vacuum! Help Boots vacuum up the garbage by tapping it with the stylus! ¡Qué bien!



## Cross Seashell Bridge



¡Uno, dos, tres! Dora and Boots need to count their way across Seashell Bridge. Help them jump across the seashells from one to nine by using the stylus on the Touch Screen to tap the number they need next.



## Pirate Island

Excelente! You made it to Pirate Island! Dora and Boots now need your help - and some help from those musical Pirate Piggies - to get to the other side.



## Swipe the Garbage



garbage away by saying "Swipe!" into the microphone, or by pressing the A Button. Keep swiping until the whale is clean!

The Octopus covered that whale in garbage! Dora needs to "swipe" all the garbage away, but who's really good at swiping? Swiper! Help the speedy fox swipe the whale clean by using the stylus to tap a pile of garbage on the Touch Screen. Then tell Swiper to swipe the

## The Path to Pirate Island

To get to Pirate Island, Dora and Boots need your help to run down a jetty and avoid the things in their way! Use the Control Pad to move around small obstacles, or use the stylus to tap the Up and Down arrows on-screen. To jump over long obstacles blocking the whole path, tap Dora on the Touch Screen, or press the A or B Button.

## Dance the Conga



To get past some tricky dancing trees, Dora and Boots need help from the Pirate Piggies to dance the conga! Help them dance by using the stylus to tap the Pirate Pig on the Touch Screen as fast as you can! The more you tap, the more your dance progress meter on the left will fill. When the meter fills all the way, Dora and her friends can dance past a set of trees. But there might be more tricky trees waiting to dance with you!





## Silly Sea

You made it to the Silly Sea - almost there! Help Dora and Boots sail across the Silly Sea with the help of some silly friends!



## Call the Dolphin, Diego-style



To get from Pirate Island to Silly Sea, Dora and Boots need to call some dolphins to help them! Who knows how to call all animals? Dora's cousin, Diego! Help him call to the dolphins when you see one by saying "Squeak!" into the microphone, or by pressing the A Button.

Keep doing this until the dolphins come to shore to help you!



## Sail the Silly Sea

Help Dora and Boots ride the dolphins through Silly Sea while avoiding things in their way. Use the +Control Pad to move around small obstacles, or use the stylus to tap the Up and Down

arrows on-screen. To jump over long obstacles blocking the whole waterway, tap Dora on the Touch Screen, or press the A or B Button.

## Spot the Silly Animals

A catfish is one thing, but a cowfish? To cross Silly Sea, Dora needs to spot all the silly animals. Help her by using your stylus or your finger to tap the correct number of silly animals on the Touch Screen that she needs to find.



## Benny's Silly Skiing



The mean Octopus has dumped garbage in Silly Sea. Luckily, Benny is skiing off the back of Tico's boat, and they know just how to clean Silly Sea...with some silly skiing! As Benny skis by, tell him to pick up the garbage by saying "Garbage!" into the microphone, or pressing

the A Button. What a team! ¡Qué equipo!

## Mermaid Kingdom

You made it to Mermaid Kingdom! But Dora still needs your help to save Mariana from the mean Octopus!



## Mermaid Dora

Dora needs to use Mariana's Magic Crown to turn into a mermaid! Move the stylus in a circle around Dora on the Touch Screen to help her turn into Mermaid Dora!



## Swim to Mermaid Kingdom



Mermaid Dora is swimming to Mermaid Kingdom, but there are lots of things in her way! Use the Control Pad to move around small obstacles, or use the stylus to tap on the Up and Down arrows on-screen. To swim behind long obstacles blocking the whole

waterway, tap Dora on the touch screen or press the A or B Button.



### Clean Up Mermaid Kingdom

Help Mermaid Dora and the other mermaids clean up the kingdom by sorting the colored garbage into matching bags. Use the stylus or your finger to tap a colored garbage pile on the Touch Screen and

drag it into the matching garbage bag.

### Rescue Mariana the Mermaid

Now it's time to help Mermaid Dora and all the mermaids pull the Octopus's net so that they can free Mariana. To do so, tap the Touch Screen or press the A Button as fast as you can. As you tap, the mermaids will pull on the ropes. Keep tapping until Mariana the Mermaid is freed! Excelente!



**YOU HELPED SAVE MERMAID KINGDOM!**

**WE DID IT! ¡LO HICIMOS!**



**A Mermaid  
on a Mission!**



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